

AMIGA SHOPPER

Welcome to the Amiga Shopper Subscriber's newsletter and to the first issue of the new-look Amiga Shopper!

Dear Subscriber,

A big hello from your new Editor, Sue Grant, and a huge welcome to the new-look Amiga Shopper. Not only have we increased the number of pages of top quality reviews, tutorials and advice that we have always brought you in Amiga Shopper, but we have also gone full colour and have even improved the paper quality of the magazine.

And on top of all that we are now giving away two Coverdisks. Every month from this issue these Coverdisks will feature complete programs, invaluable utilities and exclusive upgrades to existing packages. And we'll have instructions and tutorials to complement your Coverdisks. Plus, as a loyal subscriber, you will continue to receive your exclusive Subscribers' disk with every issue, which means that you will have *three* disks every month!

And inside Amiga Shopper this month we take a look at our top 100 serious PD programs; we have a massive 10-page supertest and round-up of programming languages; plus, we answer your most frequently asked questions.

We would welcome any comments on the rebirth of Amiga Shopper and any suggestions you may have for future features or tutorials or indeed anything else you would like to see appearing in your favourite Amiga magazine.

Enjoy!
Sue Grant,
Editor.



Sue Grant is the new Editor of Amiga Shopper. She has worked in publishing for over 12 years and has been at Future Publishing for two years, firstly as Production Editor of Super Play and then as Deputy Editor of Amiga Format.

Subscriptionsdisk

Yes, even with two coverdisks, you still get your exclusive Subscribers' disk. Graeme Sandiford shows you how to use its contents.

Please remember that this disk is not bootable – bootup from your normal disk first.

AIBB 6.5

In the office, we find this is an invaluable tool when it comes to reviewing hardware. It's also useful for finding out more about your machine and its capabilities (especially when it's faster than your mate's).

The way in which AIBB determines the speed of your machine is by performing complicated and processor-intensive tasks known as benchmarks. These will put your computer through its paces in a variety of different ways. The different benchmarks are intended to test how quickly your machine can perform tasks such as drawing images and moving data.

While you can be told how fast your machine is by looking at its specifications, performing benchmarks will give you an idea of how your machine will perform in everyday tasks.

To run AIBB from Workbench you must first select Show All from the Window menu, as there is no icon. You'll be asked for some command arguments, but just press Return and you'll be taken to AIBB's main screen.

From here you'll be able to perform any of the benchmarks by clicking on the appropriate button in the bottom-right of the screen. After a benchmark has been completed, a graph will be plotted. The first bar represents the performance of your machine and the rest other models of the Amiga.

PCRestore

I'm not entirely sure that this is the sort of program that should have been on the disk, as it might encourage too much PC-interaction. But, then again, it has come all the way from Sweden... What PCRestore does is restore backups of PC files that have been made with MSDOS's native Backup command. This is great, especially if you want to transfer large files that cannot fit on a single disk.

The program is easy to use thanks to a simple, but effective, interface. The first thing you need to do is specify source and destination directories. To do this, click on the Config button and then use the fileselectors to select directories or volumes. You can also choose to automount the source volume.

Once this is taken care of, you can start restoring those PC files – yippee, or something. Oh yes, by the way, the program is shareware. But, remember, don't blame us if you grow a beard and become exceedingly boring as a result of PC-overuse!

Filthy Lucre

This was one of my favourite packages of last year. Filthy Lucre is an excellent shareware personal finance manager. As it is shareware, please remember to register it if you find it useful (see the documentation for more info).

The program itself is a joy to use as it is very straightforward. You simply have to add the date of a transaction, a code (if you like), a description and a figure in the credit or debit column. The program will work out a running balance automatically.

You can work on several accounts at once and can even merge them together. Other features include sifting of entries, macro recording, searches and bar charts.

Included with the archive are some example accounts and documentation. You'll also find fonts and libs directories. You will need to copy the fonts to your own Fonts: directory and may also need to copy any libraries you don't have.

Lottery-Winner

If your Amiga is feeling left out as lottery-fever sweeps the nation, then let it get in on the action with Lottery-Winner. Lottery-Winner is a prediction program that has been tweaked to try to forecast winning lottery numbers.

Although I have not tried it out, as I don't gamble, it does make use of a prediction engine rather than blind luck. However, to get the best prediction possible you will have to enter some of the previous winning numbers.

There are three methods that can be used to make predictions: Predict – finds the most likely numbers; Random numbers – have a guess; and Overdue – numbers that, while not among the most likely combinations, are overdue to make an appearance.

The program is limited in its usability as it is shareware and is effectively intended as a demo version of the full program. When you register you'll receive an updated version with more features and a larger database.

By the way, if you do strike it lucky why not share your good fortune with the author – and us for that matter!

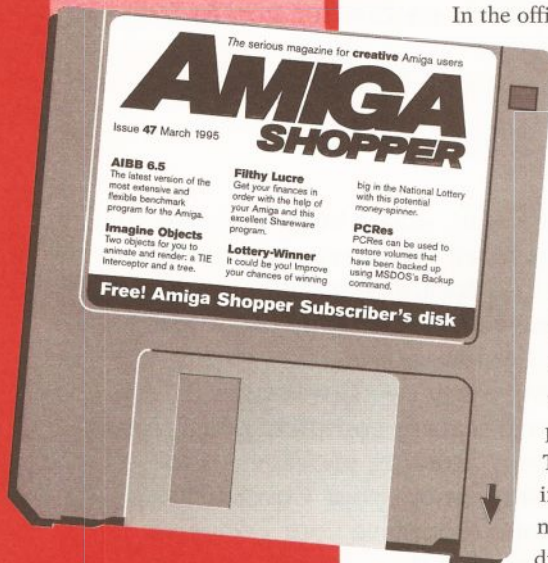
Imagine Objects

There are two objects on this month's disk as different as they could possibly be. One is a TIE Interceptor from Star Wars and the other a tree.

The TIE has been crafted by my own hands, it's one of the first objects I made. Unfortunately I never got around to finishing off the surface attributes. I've made more complicated, and better, objects since, but I just love the design of the ship.

The tree is a fractal-generated object, which I believe was created in Vortex. It is quite detailed and lifelike – it even has several leaves!

Anyway, that's about it – enjoy!



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